

Williams®

STAR RIDER™



**DISCAN**  
SYSTEM™

It takes the company with the best track record to design the most exciting, most innovative, most sophisticated laser disc game ever. It takes Williams to take STAR RIDER to its state-of-the-art limit!

The power behind the game is Williams' revolutionary DISCAN SYSTEM, the most advanced video disc technology in the industry!

The DISCAN SYSTEM is hardware scrolling for true, first-person perspective. In STAR RIDER, for the first time ever in a driving game, the perspective of the roadway actually changes in response to steering!

The DISCAN SYSTEM is the sophistication of totally computer-generated background images to allow the player to enter a never-before-visited world of fantasy.

The DISCAN SYSTEM is high resolution foreground images carefully designed to match the background for complete compatibility.

The DISCAN SYSTEM is a 3-channel sound system producing true stereo effects as well as front/rear sound separation creating an entire game environment.

The DISCAN SYSTEM is a highly reliable, industrial disc player with exclusive modifications for unsurpassed system control.

# Williams® presents LASERID



- A. WIND SCREEN
- B. SCORE LOCATION
- C. REAR-VIEW MIRROR
- D. SPEEDOMETER POSITION INDICATOR
- E. BRAKE
- F. TURNER
- G. POWER

The DISCAN SYSTEM is STAR RIDER, housed in an upright and fantastic new motorcycle sit-on cabinet for total player involvement. The use of Williams' own diamond™ technology in the seat as well as high strength, impact-resistant ABS plastic for the front wheel and cowling mean styling that enhances play and durability. And the easily removable front wheel and cowling allow STAR RIDER to be placed even in limited-space locations.

Both models are complete with fully operational handlebars, a motorcycle-type throttle with constantly variable speed control, turbo button and 2-level brake. And both feature, for the first time ever, the incredible simulation of a rear-view mirror, providing an additional dimension and strategy of play! For the first time, a game can be played in front of and behind the player! The player can try to catch up to and pass the racers in front of him while blocking those coming up from behind.

STAR RIDER was born to go as fast and as fast as possible. To race the stars, to discover strange and far-away planets that only vivid imagination and DISCAN SYSTEM visual effects could create, to race over roads that suddenly pitch straight up and that lead to horizons

that burst and tempt. Through the fantasy worlds of "Cubitaria", "Hexagonia", "Cryobilia", "Stalactus" and others of unrealistic splendor and daring dimensions, each one setting a more challenging course than the last and each with its own special surprises! The player jets through a glorious galaxy of sound and light, shape and space. Forcefield beams keep the Star Rider on-track as he races against his able opponents: "Thunderball", "Sedevinder", "Red Hawk" and "Gold Rider", each with his own unique characteristics. The shoulder of the road slows Star Rider to a dangerous cruise-level and a total of three collisions either with competitors or obstacles means the end of the race. Each race starts and finishes in the "Cosmodrome", an outer space stadium, where the "Roboofficial" announces the player's status and race results.

Like Williams' other systems, DISCAN includes an incomparable game adjustment program to keep STAR RIDER a top-ranking game for all players in all locations. These game adjustments and detailed bookkeeping information are backed by a complete series of diagnostic tests that check entire electronic systems within a matter of minutes.

# DISC...as only Williams could!



**Williams.** DISCAN SYSTEM. **STAR RIDER.**  
The company. The technology. The game.

**POWER REQUIREMENTS**  
@2.6/1.3A 300W**ENVIRONMENT**

Operating Temperature  
+7° to +32° C ambient  
(+45° to +90° F)

**VIDEO SYSTEM**

4096 Colors, 16 intensity levels  
for foreground (computer) video  
NTSC Quality for background (disc) video  
6809E Microprocessor  
Program ROM: 65K BYTES  
Image ROM: 491K BYTES  
Video and Scratch RAM: 65K BYTES  
CMOS RAM: 1Kx4

**COMPUTER/DISC INTERFACE**

6809E Microprocessor  
ROM: 4K BYTES  
RAM: 2K BYTES

**SOUND SYSTEM**

68B09E Microprocessor  
ROM: 16K BYTES  
RAM: 4K BYTES  
U.S. Patent No. 1144282

Other Patents Pending

Specifications subject to  
change without notice.

This equipment has been certified to  
comply with the limits for a Class A computing  
device pursuant to Subpart J of  
Part 15 of FCC Rules, which are de-  
signed to provide reasonable protection  
against radio frequency interference  
when operated in a commercial envi-  
ronment.

**SERVICE**

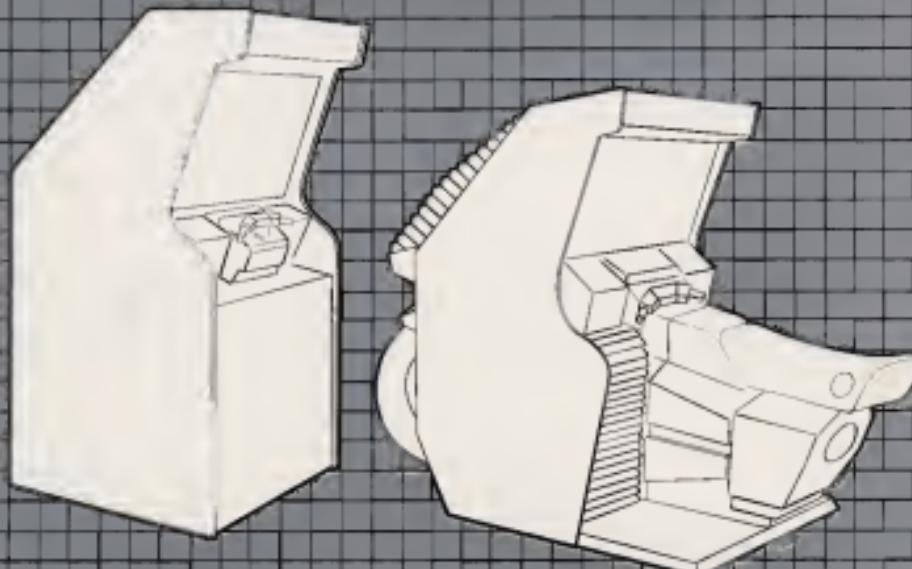
For the back-up that keeps you out front,  
call Williams toll-free at 800/621-1259.  
In Illinois, call toll-free at 800/572-1324.

**UPRIGHT**

Weight: 345 lbs. (156.6 kg.) uncrated  
365 lbs. (165.9 kg.) crated  
Height: 79.3" (176.7cm)  
Width: 27.5" (69.8cm)  
Depth: 37.5" (95.2cm)

**SIT-ON**

Weight: 385 lbs. (175 kg.) uncrated  
425 lbs. (193.1 kg.) crated  
Height: 63.8" (162.2cm)  
Width: 27.5" (69.8cm)  
Depth: 83.1" (211.3cm)



NOTICE: "STAR RIDER" is a trademark of Williams Electronics, Inc.

**Williams**  
ELECTRONICS, INC.  
3401 N. California Ave., Chicago, IL 60618  
(312) 267-2240, Telex 253095